Figure 7 is another example showing another form of game play.
Figure 8 is a further example showing an alternate form of game play.
Figure 9 is yet one more example showing a still further form of game play.
Figure 10 is a still further example showing yet another form of game play.
In the detailed description of the drawings:
Please replace the following on the last page thereof before the last paragraph therein:
"As set forth herein before the mechanism of chance 17 can include, spinners, dice, wheels, random number generations or a coin for flipping, etc. The expected value for each possible player choice of paths is designed to preserve the house advantage and make the casino game of chance 10 commercially viable."
With this insertion:
--As set forth herein before the mechanism of chance 17 can include, spinners, Figure 2 dice, Figure 3 wheels, Figure 4 for random number generations or a coin for flipping, Figure 5 etc. The expected value for each possible player choice of paths is designed to preserve the house advantage and make the casino game of chance 10 commercially viable.

Figure 1 shows the bonus game atop a slot machine in a conventional manner according to the way in which bonus games are provided in the casino games discussed in the background of this disclosure. Figure 2 is a view of a spinner used as a random selection means with the present bonus game the spinner would be rotated during game play by a motor or virtually on a video by control of the random number generator in the casino game. Similarly, Figure 3 is a view of a die used for random selection. Motorized die 26 or virtual die on a video screen for random number selection are well known in casino equipment. United States Patent 5,803,451 has the Starpoint IDU Modular Dice Mechanism of Figure 3 and the description therein is incorporated herein by reference and made a part hereof. The preferred automatic mechanism for each spinning die 26 is commercially available from Starpoint Electrics Limited of Morden, Surry in the United Kingdom.

The die 26 can easily be replaced by a coin 27 as in Figure 4 used for random selection. In particular, instead of the die 26 a two-sided coin 27 can be mounted to spin about its A-A or B-B diameter. The die 26 or coin 27 would be spun by output of the

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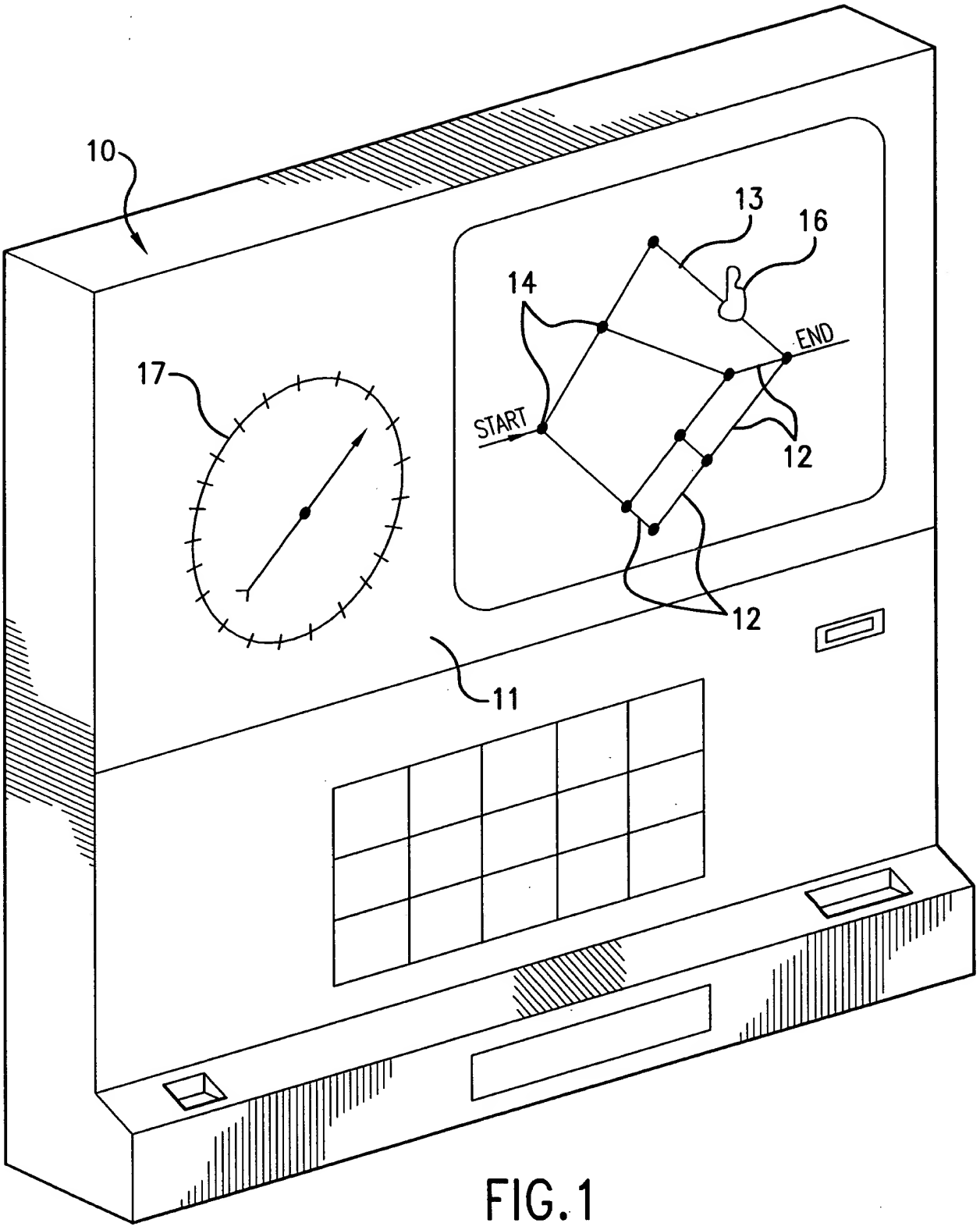

FIG. 1

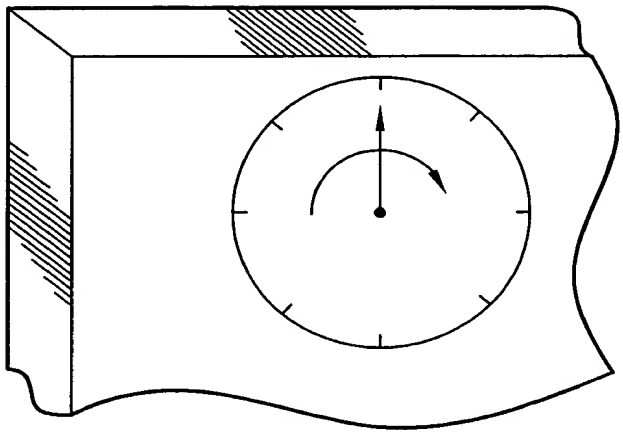

FIG.2

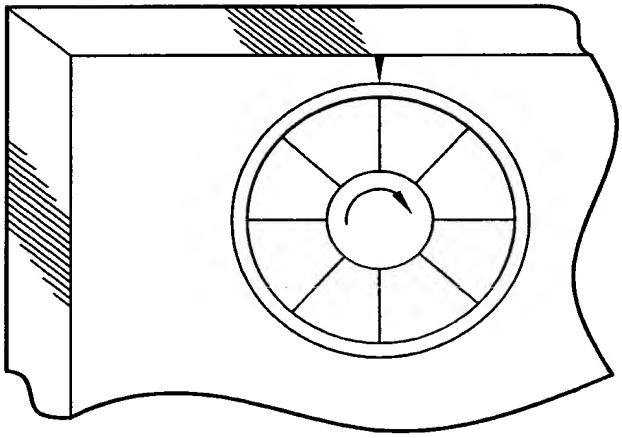

FIG.5

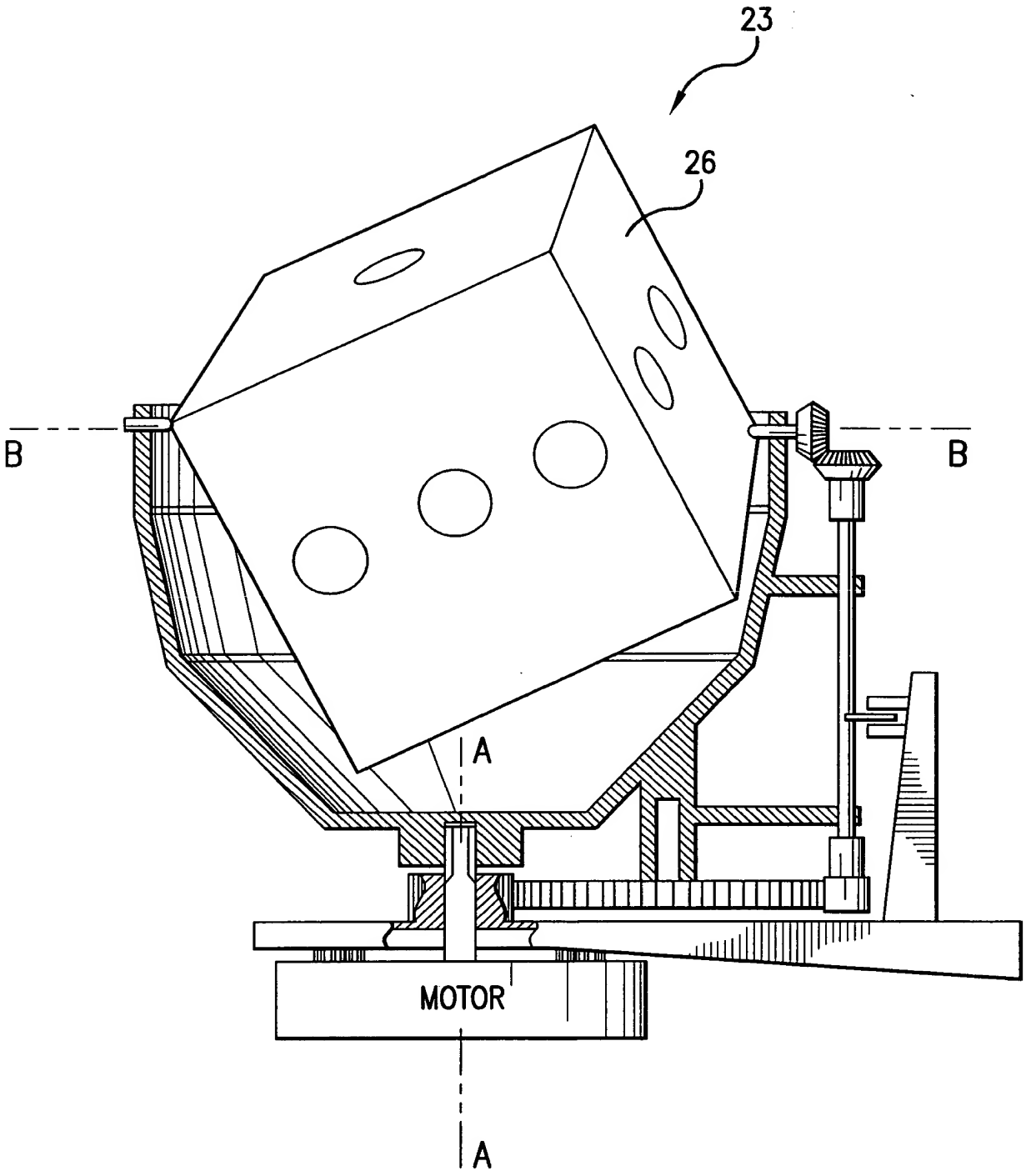

FIG.3

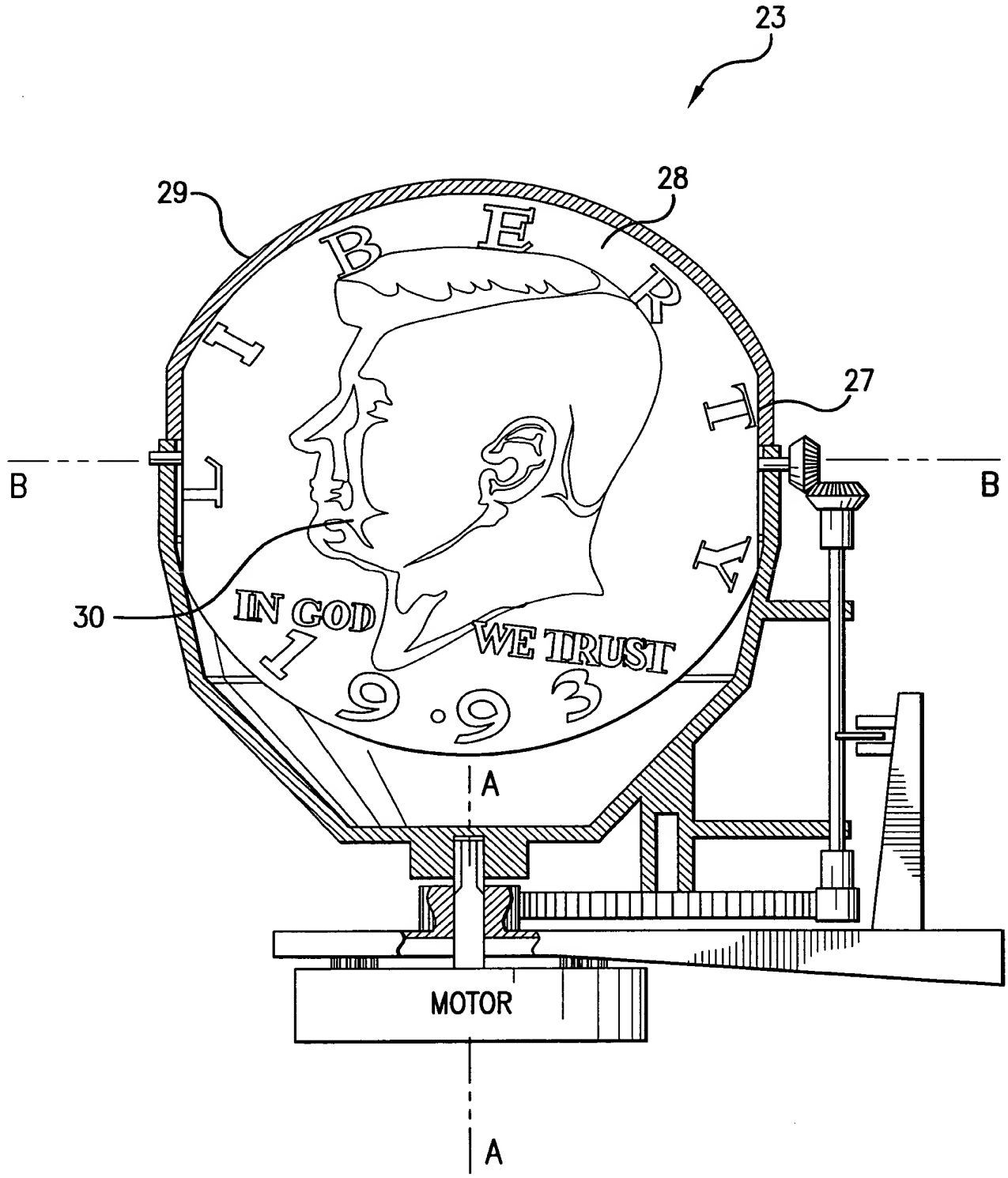

FIG.4

WIN 0	WIN 100	WIN 80	WIN 0
START			END
WIN 50	WIN 60	WIN 30	WIN 40

FIG.6

START	WIN 20	WIN 30	WIN 40	WIN 50	WIN 60	END
START	WIN 0	WIN 0	WIN 0	WIN 0	WIN 200	END
START	WIN 0	WIN 50	WIN 95	WIN 50	WIN 0	END
START	WIN 0	WIN 40	WIN 60	WIN 45	WIN 50	END

FIG.7

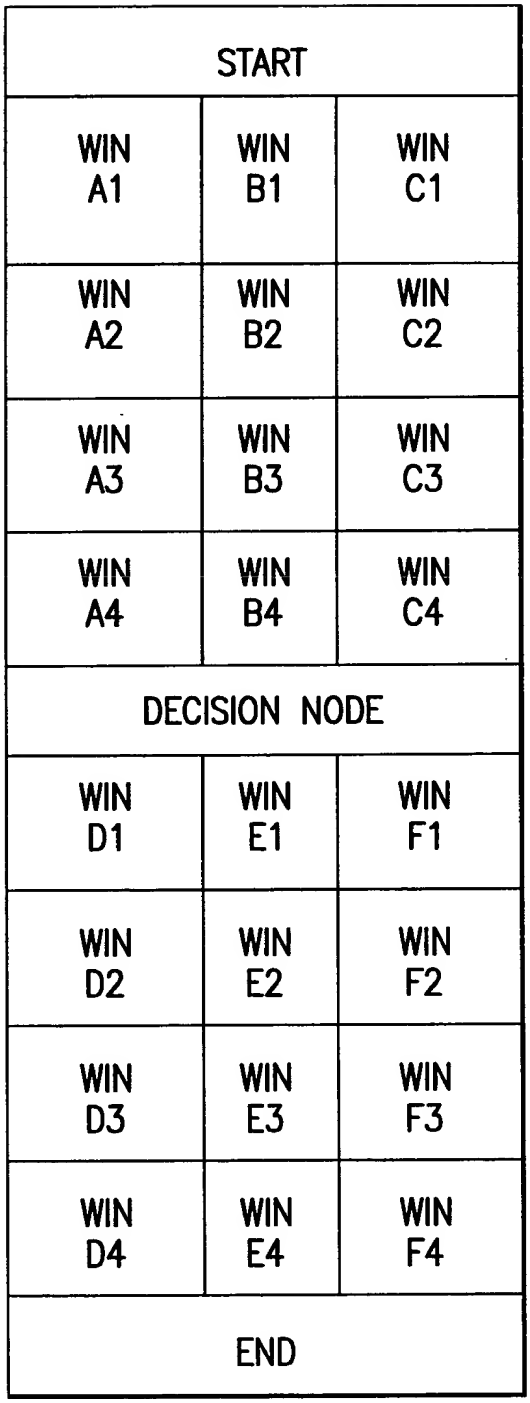
START
WIN A1
WIN B1
WIN C1
WIN A2
WIN B2
WIN C2
WIN A3
WIN B3
WIN C3
WIN A4
WIN B4
WIN C4
DECISION NODE
WIN D1
WIN E1
WIN F1
WIN D2
WIN E2
WIN F2
WIN D3
WIN E3
WIN F3
WIN D4
WIN E4
WIN F4
END

FIG.8

START NODE		
WIN 30	WIN 23	LOSE 40
WIN 30	WIN 73	WIN 100
WIN 30	LOSE 22	LOSE 67
WIN 30	WIN 45	WIN 150
WIN 30	WIN 20	LOSE 30
END NODE		

FIG.9

START	WIN 10	WIN 20	WIN 30	WIN 40	WIN 50	WIN 60
						STOP
END	WIN 60	WIN 50	STOP	WIN 30	WIN 20	WIN 10

FIG.10